

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device operated under control of a processor, said gaming device comprising:

a game operable upon a wager by a player;

a plurality of first components;

a plurality of sets of second components, ~~each set of second components including the same number of said second components, and~~ each set of second components having a fixed relationship with one of the first components, and each of the first components having a fixed relationship with one of the sets of second components, wherein a first one of the first components and a second one of the first components simultaneously have a fixed relationship with different sets of second components;

an award adapted to be provided to the player and based on:

(a) one of the first components generated from the plurality of first components, and

(b) one of the second components generated from one of the sets of second components having a fixed relationship with the generated first component; and

at least one display device controlled by the processor operable to display the first components, the sets of second components and the award.

Claim 2 (original): The gaming device of Claim 1, wherein two sets of second components share at least one second component.

Claim 3 (original): The gaming device of Claim 1, wherein each of the sets of second components shares at least one second component with at least one other set of second components.

Claim 4 (original): The gaming device of Claim 1, wherein a first one of the sets of second components shares a first one of the second components with a second set of second components and shares a second one of the second components with a third set of the second components.

Claim 5 (original): The gaming device of Claim 1, wherein at least one of the sets of second components includes at least one second component that is not shared by any other set of second components.

Claim 6 (original): The gaming device of Claim 1, wherein the first components are values and the second components are multipliers.

Claim 7 (original): The gaming device of Claim 1, wherein the first components are multipliers and the second components are values.

Claim 8 (original): The gaming device of Claim 1, wherein the award is formed from a randomly generated first component from the plurality of first components.

Claim 9 (previously presented): The gaming device of Claim 8, wherein the award is formed from a randomly generated second component from the set of second components having a fixed relationship with the randomly generated first component.

Claim 10 (previously presented): The gaming device of Claim 1, wherein the award is formed from a randomly generated second component from the set of second components having a fixed relationship with the generated first component.

Claim 11 (previously presented): The gaming device of Claim 1, wherein the award is formed by the generated second component modifying the generated first component.

Claim 12 (previously presented): The gaming device of Claim 1, wherein the display device is adapted to display the fixed relationships of the sets of second components with the first components.

Claim 13 (previously presented): The gaming device of Claim 1, wherein the display device includes a mechanical substantially spherical shaped object.

Claim 14 (previously presented): The gaming device of Claim 1, wherein the game is controlled via a data network or a computer storage device.

Claim 15 (original): The gaming device of Claim 14, wherein the data network includes an internet.

Claim 16 (currently amended): A gaming device operated under control of a processor, said gaming device comprising:

a game operable upon a wager by a player;

a plurality of first components;

a plurality of sets of second components, ~~each set of second components including the same number of said second components, and~~ each set of second components having a fixed relationship with one of the first components, each of the first components having a fixed relationship with one of the sets of second components, at least one of the sets of second components sharing at least one second component with at least one other set of second components, and at least one of the sets of second components including at least one second component that is not shared by any other set of second components, wherein a first one of the first components and a second one of the first components simultaneously have a fixed relationship with different sets of second components;

an award adapted to be provided to the player and based on:

(a) one of the first components generated from the plurality of first components, and

(b) one of the second components generated from one of the sets of second components having a fixed relationship with the generated first component; and

at least one display device controlled by the processor operable to display the first components, the sets of second components and the award.

Claim 17 (original): The gaming device of Claim 16, wherein each of the sets of second components shares at least one second component with at least one other set of second components.

Claim 18 (original): The gaming device of Claim 16, wherein a first one of the sets of second components shares a first one of the second components with a second set of second components and shares a second one of the second components with a third set of the second components.

Claim 19 (original): The gaming device of Claim 16, wherein the first components are values and the second components are multipliers.

Claim 20 (original): The gaming device of Claim 16, wherein the first components are multipliers and the second components are values.

Claim 21 (original): The gaming device of Claim 16, wherein the award is formed from a randomly generated first component from the plurality of first components.

Claim 22 (previously presented): The gaming device of Claim 21, wherein the award is formed from a randomly generated second component from the set of second components having a fixed relationship with the randomly generated first component.

Claim 23 (previously presented): The gaming device of Claim 16, wherein the award is formed from a randomly generated second component from the set of second components having a fixed relationship with the generated first component.

Claim 24 (previously presented): The gaming device of Claim 16, wherein the award is formed by the generated second component modifying the generated first component.

Claim 25 (previously presented): The gaming device of Claim 16, wherein the display device is adapted to display the fixed relationships of the sets of second components with the first components and the shared and non-shared second components.

Claim 26 (previously presented): The gaming device of Claim 16, wherein the game is controlled via a data network or a computer storage device.

Claim 27 (original): The gaming device of Claim 26, wherein the data network includes an internet.

Claim 28 (currently amended): A gaming device operable under control of a processor, said gaming device comprising:

a game operable upon a wager by a player;

a plurality of first components;

a plurality of sets of second components, ~~each set of second components including the same number of said second components, and~~ each set of second components having a fixed relationship with one of the first components, and each of the first components having a fixed relationship with one of the sets of second components, wherein a first one of the first components and a second one of the first components simultaneously have a fixed relationship with different sets of second components;

an award adapted to be provided to the player based on at least one selected first component and at least one selected second component, said selected first component being selected from the plurality of first components and said selected second component being selected from the sets of second components having a fixed relationship with said selected first component, and wherein the selected second component modifies the selected first component to form the award; and

at least one display device controlled by the processor operable to display the first components, the sets of second components and the award.

Claim 29 (previously presented): The gaming device of Claim 28, wherein one of the second components has a fixed relationship with two of the first components.

Claim 30 (previously presented): The gaming device of Claim 28, wherein at least one of the second components has a fixed relationship with only one of the first components.

Claim 31 (original): The gaming device of Claim 28, wherein the first components are values and the second components are multipliers.

Claim 32 (original): The gaming device of Claim 28, wherein the first components are multipliers and the second components are values.

Claim 33 (original): The gaming device of Claim 28, wherein the award is formed from a randomly selected first component from the plurality of first components.

Claim 34 (previously presented): The gaming device of Claim 33, wherein the award is formed from a randomly selected second component from the set of second components having a fixed relationship with the randomly selected first component.

Claim 35 (previously presented): The gaming device of Claim 28, wherein the award is formed from a randomly selected second component from the set of second components having a fixed relationship with the selected first component.

Claim 36 (previously presented): The gaming device of Claim 28, wherein the display device is adapted to display the fixed relationships of the sets of second components with the first components.

Claim 37 (previously presented): The gaming device of Claim 28, wherein the game is controlled via a data network or a computer storage device.

Claim 38 (original): The gaming device of Claim 37, wherein the data network includes an internet.

Claim 39 (currently amended): A method of operating a gaming device having a game operable upon a wager by a player, said method comprising:

- displaying a plurality of first components;

- displaying a plurality of sets of second components, ~~wherein each set of second components includes the same number of second components, and~~ wherein each set of second components has a fixed relationship with one of the first components, and wherein each of the first components includes a fixed relationship with one set of second components, wherein a first one of the first components and a second one of the first components simultaneously have a fixed relationship with different sets of second components;

- generating one of the first components from the plurality of first components;

- generating one of the second components from one of the sets of second components having a fixed relationship with the generated first component;

- determining an award based on the generated first component and the generated second component; and

- providing said award to the player.

Claim 40 (original): The method of Claim 39, wherein two sets of second components share at least one second component.

Claim 41 (original): The method of Claim 39, wherein each of the sets of second components shares at least one second component with at least one other set of second components.

Claim 42 (original): The method of Claim 39, wherein a first one of the sets of second components shares a first one of the second components with a second set of second components and shares a second one of the second components with a third set of the second components.

Claim 43 (original): The method of Claim 39, wherein at least one of the sets of second components includes at least one second component that is not shared by any other set of second components.

Claim 44 (original): The method of Claim 39, wherein the first components are values and the second components are multipliers.

Claim 45 (original): The method of Claim 39, wherein the first components are multipliers and the second components are values.

Claim 46 (previously presented): The method of Claim 39, which includes randomly generating the first component from the plurality of first components.

Claim 47 (previously presented): The method of Claim 46, which includes randomly generating the second component from the set of second components having a fixed relationship with the randomly generated first component.

Claim 48 (previously presented): The method of Claim 39, which includes randomly generating the second component from the set of second components having a fixed relationship with the generated first component.

Claim 49 (previously presented): The method of Claim 39, which includes forming the award by using the generated second component to modify the generated first component.

Claim 50 (previously presented): The method of Claim 39, which includes displaying the fixed relationships of the sets of second components with the first components.

Claim 51 (previously presented): The method of Claim 39, which includes controlling the game via a data network or a computer storage device.

Claim 52 (original): The method of Claim 51, wherein the data network includes an internet.

Claim 53 (currently amended): A method of operating a gaming device having a game operable upon a wager by a player, said method comprising:

displaying a plurality of first components;

displaying a plurality of sets of second components, ~~each set of second components including the same number of said second components, and~~ each set of second components having a fixed relationship with one of the first components, and each of the first components having a fixed relationship with one of the sets of second components, at least one of the sets of second components sharing at least one second component with at least one other set of second components, and at least one of the sets of second components including at least one second component that is not shared by any other set of second components, wherein a first one of the first components and a second one of the first components simultaneously have a fixed relationship with different sets of second components;

generating one of the first components from the plurality of first components;

generating one of the second components from one of the sets of second components having a fixed relationship with the generated first component;

determining an award based on the generated first component and generated second component; and

providing said award to the player.

Claim 54 (original): The method of Claim 53, wherein each of the sets of second components shares at least one second component with at least one other set of second components.

Claim 55 (original): The method of Claim 53, wherein a first one of the sets of second components shares a first one of the second components with a second set of second components and shares a second one of the second components with a third set of the second components.

Claim 56 (original): The method of Claim 53, wherein the first components are values and the second components are multipliers.

Claim 57 (original): The method of Claim 53, wherein the first components are multipliers and the second components are values.

Claim 58 (original): The method of Claim 53, which includes randomly generating the first component from the plurality of first components.

Claim 59 (previously presented): The method of Claim 58, which includes randomly generating the second component from the set of second components having a fixed relationship with the randomly generated first component.

Claim 60 (previously presented): The method of Claim 53, which includes randomly generating the second component from the set of second components having a fixed relationship with the generated first component.

Claim 61 (original): The method of Claim 53, which includes forming the award by using the generated second component to modify the generated first component.

Claim 62 (previously presented): The method of Claim 53, which includes displaying the fixed relationships of the sets of second components with the first components and the shared and non-shared second components.

Claim 63 (previously presented): The method of Claim 53, which includes controlling the game via a data network or a computer storage device.

Claim 64 (previously presented): The method of Claim 63, wherein the data network includes an internet.

Claim 65 (currently amended): A method of operating a gaming device having a game operable upon a wager by a player, said method comprising:

- displaying a plurality of first components;

- displaying a plurality of sets of second components, ~~each set of second components including the same number of said second components, and~~ each set of second components having a fixed relationship with one of the first components, and each of the first components having a fixed relationship with one of the sets of second components, wherein a first one of the first components and a second one of the first components simultaneously have a fixed relationship with different sets of second components;

- selecting one of the first components from the plurality of first components;

- selecting one of the second components from the set of second components having a fixed relationship with said selected first component;

- forming an award based on the selected first component and the selected second component, wherein the second component modifies the selected first component; and

- providing the award to the player.

Claim 66 (previously presented): The method of Claim 65, wherein one of the second components has a fixed relationship with two of the first components.

Claim 67 (original): The method of Claim 65, wherein at least one of the second components has a fixed relationship with one of the first components.

Claim 68 (original): The method of Claim 65, wherein the first components are values and the second components are multipliers.

Claim 69 (original): The method of Claim 65, wherein the first components are multipliers and the second components are values.

Claim 70 (original): The method of Claim 65, which includes randomly selecting the first component from the plurality of first components.

Claim 71 (previously presented): The method of Claim 70, which includes randomly selecting the second component from the set of second components having a fixed relationship with the randomly selected first component.

Claim 72 (previously presented): The method of Claim 65, which includes randomly selecting the second component from the set of second components having a fixed relationship with the selected first component.

Claim 73 (previously presented): The method of Claim 65, which includes displaying the fixed relationships of the sets of second components with the first components.

Claim 74 (previously presented): The method of Claim 65, which includes controlling the game via a data network or a computer storage device.

Claim 75 (original): The method of Claim 74, wherein the data network includes an internet.

Claim 76 (previously presented): The gaming device of Claim 1, wherein each first component has a fixed relationship with only one set of second components.

Claim 77 (previously presented): The gaming device of Claim 1, wherein each set of second components has a fixed relationship with only one first component.

Claim 78 (previously presented): The gaming device of Claim 16, wherein each first component has a fixed relationship with only one set of second components.

Claim 79 (previously presented): The gaming device of Claim 16, wherein each set of second components has a fixed relationship with only one first component.

Claim 80 (previously presented): The gaming device of Claim 28, wherein each first component has a fixed relationship with only one set of second components.

Claim 81 (previously presented): The gaming device of Claim 28, wherein each set of second components has a fixed relationship with only one first component.

Claim 82 (previously presented): The method of Claim 39, wherein each first component has a fixed relationship with only one set of second components.

Claim 83 (previously presented): The method of Claim 39, wherein each set of second components has a fixed relationship with only one first component.

Claim 84 (previously presented): The method of Claim 53, wherein each first component has a fixed relationship with only one set of second components.

Claim 85 (previously presented): The method of Claim 53, wherein each set of second components has a fixed relationship with only one first component.

Claim 86 (previously presented): The method of Claim 65, wherein each first component has a fixed relationship with only one set of second components.

Claim 87 (previously presented): The method of Claim 65, wherein each set of second components has a fixed relationship with only one first component.